

To the Chair and each member of the Cultural SPC

**Creative Ireland : Limerick Culture and Creativity Strategic Priorities for 2018 -2022**

At the request of the Department of Culture, Heritage and the Gaeltacht, each Local Authority in Ireland has been charged with developing a local Culture and Creativity Strategy in response to the national Creative Ireland Programme. This local strategy document will reflect the breadth of culture and creativity in Limerick and will include a set of agreed strategic priorities that will bring coherence to the individual culture-based strategies within Limerick City and County Council. This strategy will serve to align the work of the different members of the Limerick City and County Council culture team over the coming years.

The Limerick City and County Council internal Culture Team is in place and includes staff from Libraries, Culture and Arts, Museum, Archives, Gallery, Healthy Limerick, Innovate Limerick, Tourism, Heritage, Environment, Community and Town and Village Renewal.

The five pillars of Creative Ireland plan are listed below and Pillar 2 is the focus for Local Authorities.

1. Enabling the Creative Potential of Every Child Pillar
- 2. Enabling Creativity in Every Community Pillar**
3. Investing in our Creative and Cultural Infrastructure Pillar
4. The Creative Industries: Ireland as a Centre of Excellence in Media Production Pillar
5. Unifying our Global Reputation

Recently a workshop for the internal Culture Team took place to create a vision for the Limerick Culture and Creativity Strategy. The purpose of this exercise was to collectively identify specific areas of focus for Limerick that have potential for long-term impact, community engagement, and new forms of collaboration and inter-disciplinary work.

Together the Culture Team created a vision that included cultivating opportunities for every individual to learn, participate, work and/or play in the imaginative and creative arts.

At the workshop, the Culture Team considered thematic and programmatic priorities and collectively identified six strategic priority areas for Limerick;

1. Children and young people
2. Nurturing and supporting artists and other creators
3. Fostering creative and cultural innovation
4. Enhancing our local cultural and creative infrastructure
5. A focus on film and gaming
6. Knowing our place/A sense of place/Belonging

These priorities align with those of the Limerick Cultural Strategy and other key areas of investment and effort by Limerick City and County Council over the next five years. The focus on film and gaming contributes to distinguishing Limerick's strategy for Creative Ireland as a clear point of differentiation for Limerick.

The next part of the process is to identify key tasks to be completed by the Culture Team in 2018 to support delivery of this strategy.

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Culture and Arts Officer